

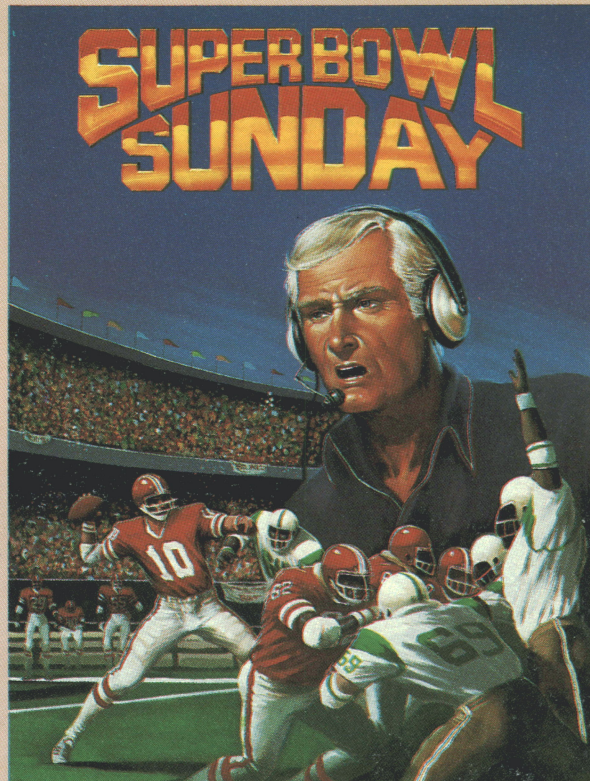
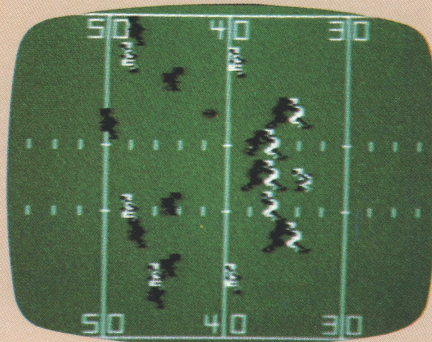
FALL '85

Play The Greatest Super Bowl Teams Of All Time

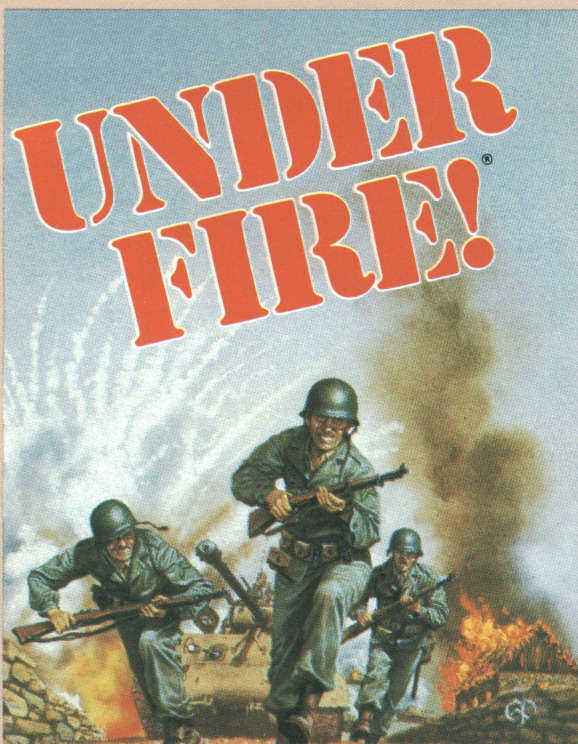
SUPER BOWL SUNDAY—Find out for yourself which football team was the best ever. Find out who were the really best coaches . . . and who were the bums. Find out who were best under pressure. Was it the Colts' Johnny Unitas, Joe Thiesmann and the Redskins or the Jets' Joe Namath, or maybe it was Packer coach Vince Lombardi who made the difference after all? Super Bowl Sunday sets the stage for YOU to take control.

- 20 Super Bowl teams
- Your brilliant plays re-enacted by all 22 players
- 3 modes of play; head-to-head, solitaire and auto-play

Super Bowl Sunday is ready to run on your:
Commodore® 64/128 and
IBM® PC, PCjr.
1 to 2 players. Playing time varies. \$35.00



Season disks (where you can re-create an entire season) also available separately. \$20.00



Extended Capabilities Disk adds
British, Japanese & Italian armies
and gives more vehicles for each nation.
Available separately. \$25.00

A Complete World War II Tactical Combat Simulation

UNDER FIRE—From the wheatfields of Russia to the hedgerows of northern France, this is the world of **Under Fire**, the game of tactical World War II combat. Commanding an array of armor, infantry and support guns, take your men into the razor's edge of combat. Men and weapons from the United States, Germany and the Soviet Union are represented. The map is a topographic recreation of the ground they fought over, shown in three different scales. Choose the situational map for the strategic flow of battle, or the tactical screen that shows the terrain in amazing detail.

Here's what you get:

- **Three disks:** containing the game, a roster of German, Russian and American infantry and tanks, and nine scenarios. The **Mapmaker** disk helps you create maps for your own scenarios.
- An extensive **rulebook**, containing all the rules, tactical notes, a tutorial to start you on your first scenario right away, and an index of screen commands.
- Design your own maps and scenarios. The **mapmaker** can recreate the bocage of Normandy, the Russian steppes and the final assault on Berlin!

Available for your Apple® II computer series (64K)

1 to 2 players. Playing time varies. \$59.95



microcomputer games DIVISION
The Avalon Hill Game Company

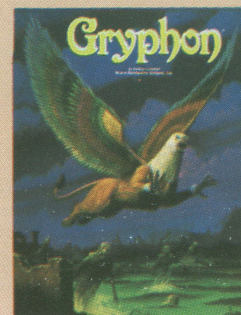
4517 Harford Road, Baltimore, MD 21214
301-254-9200

Just When You Think You've Seen It All . . .

Fly The Deadly Skies

GRYPHON—In a world separated by a twist, a step and a dream. Here are the mystical woods, the surreal cities and the infinitely dangerous darklands and it's a dangerous dreamspace, with poison lakes, strange barriers and "ID" monsters prowling. So how does a peaceful Gryphon survive? By avoiding "ID's", banishing them with magic and using base metals such as gold to build bridges over the most difficult areas. New for C-64/128 computers with a disk drive and joystick.

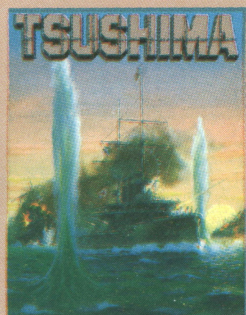
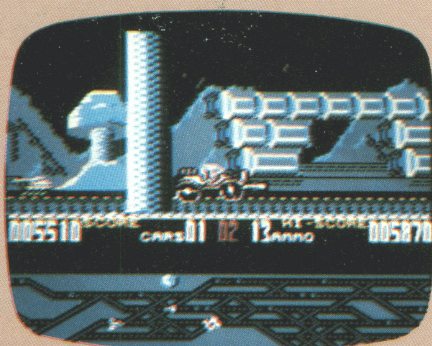
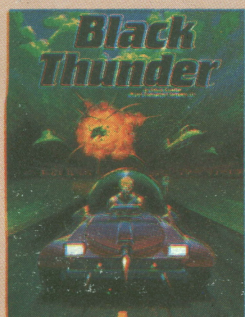
1 player. Playing time varies. **\$19.95**



Dare You Travel The Roads Alone!

BLACK THUNDER—It's the future and to escape from the Citymasters you must ride the glory road. Your car is supercharged and armed with guns and missiles, but they're coming after you with landmines, rockets, saucers and helicopters. Do you dare travel the road to freedom? **Black Thunder** for your C-64/128 with a disk drive and joystick is the ultimate test!

For 1 player. Playing time varies. **\$19.95**

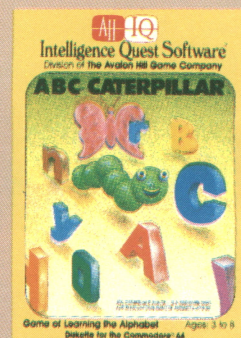


TSUSHIMA—It is 1905 and the climax of the Russo-Japanese War is here. The Russian Baltic fleet, sailing halfway around the world, either must defeat the Japanese Fleet, or escape past them into port. **Tsushima** has a solitaire and two-player strategic and ship-to-ship scenarios, and a rulebook with extensive historical information. New for your Commodore 64/128 with disk drive.

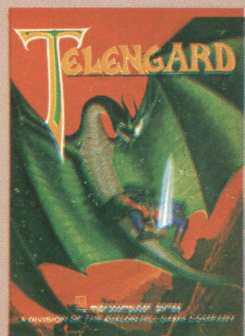
1 or 2 players. Playing time varies. **\$30.00**

ABC Caterpillar is designed to start your child's adventure in learning in a thrilling and enjoyable manner. Each three to eight year old player controls a bright green caterpillar to help him learn the alphabet and how to spell. The goal is to collect points for having the caterpillar eat the letters in the appropriate order. Available on disk for your Commodore 64/128. Joystick required.

For 1 player. Playing time varies. **\$21.00**



And These New Conversions To Accommodate All The PPC's (Popular Personal Computers)



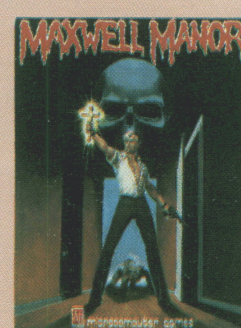
New for IBM



New for C-64/128 and Apple



New for C-64/128



New for Apple